



*Photo 2: A close-up of the PET keyboard and cassette drive. The keyboard is a flat, calculator style unit with 73 keys. The upper case shift positions on 64 of the keys are occupied by graphic characters. At the right are the cursor control and insert/delete keys and a numeric keypad.*

Transactor, Model 2001 (as it is fancifully called). Overall it measures 16.5 inches (41.9 cm) wide, 18.5 inches (47 cm) deep and 14 inches (35.6 cm) high, and weighs 44 pounds (20 kg). The PET is a lot more portable than most computers, but you won't have to carry it very far before you'll appreciate how heavy an oddly shaped 44 pound package can be. On the other hand, all the essential peripherals are integrated into the unit, and all you need is a wall socket to power up and start typing in BASIC programs.

A powerful BASIC interpreter and an operating system presently supporting multiple external peripherals are built into the PET's 14 K bytes of read only memory. The basic PET for \$595 includes an additional 4 K bytes of programmable memory, which holds your currently running BASIC program and data. An expanded model for \$795 includes 8 K bytes of user memory (the maximum amount of memory inside the standard cabinet). Thanks to the efficient encoding of BASIC statements (see below), even the basic 4 K unit can hold up to a few hundred lines of program text.

Since Commodore had acquired MOS Technology Inc as a captive source of its

calculator chips and other silicon requirements, the PET is based on the MOS Technology 6502 microprocessor. This may not be of much significance to the casual user since the machine is primarily designed to be programmed in BASIC, but it may make a difference to the experienced hobbyist who intends to write machine or assembly language programs as well.

#### Display Screen

The PET includes a 9 inch (22.9 cm) enclosed, black and white, high resolution CRT display which presents 1000 characters, arranged in 25 lines of 40 characters each. The display is memory mapped (ie: continuously read out of a section of programmable memory separate from the BASIC program and data memory), and is easily controlled from BASIC using PRINT and POKE statements. (PET owners who have not already done so may want to experiment with direct access, via POKE statements, to the display memory, which starts at location 32768.)

Built-in software provides a winking cursor and automatic scrolling from the bottom of the display. The cursor can also be moved